

PAUL KOENIG'S D-DAY: THE CANADIAN BEACH JUNE 6 - 8, 1944

These Exclusive Rules are provided for **JUNO BEACH**. They supplement the Standard Rules and provide the specific details required to play this specific game.

JUNO BEACH

Unit abbreviations for this game are as follows:

7th Brigade: RWR, RRR, CSR: Royal Winnipeg Rifles, Regina Rifle Regiment, Canadian Scottish Regiment

8th Brigade: QoR, RdC, NSR: Queen's Own Rifles of Canada, Le Regiment de la Chaudiere, North Shore (New Brunswick Regiment)

9th Brigade: HLI, SDG, NNS: Highland Light Infantry of Canada, Stormont, Dundas, and Glengarry Highlanders, North Nova Scotia Highlanders

[5.0] BEACHHEAD LANDINGS

Game Turn 1

On the first Game Turn (i.e., Morning: June 6, 1944), the Allied player conducts his initial beachhead landings. The following units are placed on their indicated beach hexes:

- **Nan Red:** CSR / 7 / 3rd Infantry
- **Nan White:** NSR / 8 / 3rd Infantry
- **Nan Green:** HLI / 9 / 3rd Infantry
- **Mike:** CHO Heavy Weapons / 3rd Infantry

After landing, the German Player rolls on the **Morning** row of the **June 6 Landing Fire Table** for each of them and applies the results.

Game Turn 2

On the second Game Turn (i.e., Afternoon: June 6, 1944), the Allied player conducts his second wave beachhead landings. The following units are placed on their indicated beach hexes:

- **Nan Red:** RWR / 7 / 3rd Infantry
- **Nan White:** LRC / 8 / 3rd Infantry
- **Nan Green:** SDG / 9 / 3rd Infantry
- **Mike:** 26 Engineer / 3rd Infantry

After landing, the German Player rolls on the **Afternoon** row of the **June 6 Landing Fire Table** for each of them and applies the results.

Game Turn 3

On the third Game Turn (i.e., Evening: June 6, 1944), the Allied player conducts his third wave beachhead landings. The following units are placed as indicated:

- **Nan Red:** RRR / 7 / 3rd Infantry
- **Nan White:** QOR / 8 / 3rd Infantry
- **Nan Green:** NNS / 9 / 3rd Infantry
- **Mike:** 80 Engineer / 3rd Infantry

After landing, the German Player rolls on the **Evening** row of the **June 6 Landing Fire Table** for each of them and applies the results.

[5.1] German Reinforcements: The German Player has four Anti-Tank companies attached to the 716th Infantry Division that arrive as Reinforcements.

Procedure: During each of the first four Game Turns that their HQ unit is drawn from the Command Cup, one more Anti-Tank Company is allowed to enter play at one of the three marked off-map road hexes toward the south: **0106, 0109** and **0213**.

Each Anti-Tank Company must enter the map through one these hexes via a **Movement** or **Combined** order.

After Game Turn 4, there are no more German Reinforcements.

[13.0] HOW TO WIN

At the conclusion of the last turn of the game, both players determine how many Victory Points (VPs) they have earned according to the schedule below. The player with the higher total VPs is declared the winner.

2 VPs for each city hex occupied by a friendly unit at the end of the game

1 VP for each town hex that is occupied by a friendly unit at the end of the game

1 VP for each eliminated Allied unit (German player only)

1 VP for each intact (i.e., without any Hits on it) German unit on the map at the end of the game (German player only)

1 VP for each undamaged Allied unit exited off the map from hex **0106, 0109** and **0213** as shown on the map. (Allied player only)

Exiting the Map: It costs 1 Movement Point for a unit to exit off the map. It does *not* count for Victory Point purposes if exited via Retreat (11.0). To count for victory, that unit must be conducting its own movement while activated during the Operations Phase when exiting the map.

As in Rule 11.1, units that exit the map cannot re-enter play.

Important: One unit must exit off each road before a second unit may exit off the same road, and so on in equal numbers.